



Version 2

Ten Market Stalls

A FANTASY ROLE PLAYING RESOURCE

Featuring Ten Market Stalls, NPCs and Ten Plot Hooks

by
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FOE







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FoE Publishing (Friends of Eldoria)



A group of role playing game enthusiasts who have been playing and designing for since its’ first conception. In the early 80s the world of Eldoria was created and this has been developed over the past 35 years. The goal of FOE publishing is to share our ideas with the world, further build the Eldorian gaming community and provide gamers with quality material.



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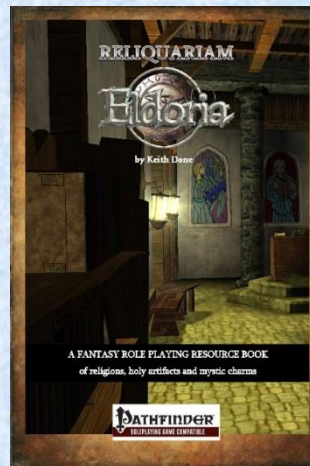
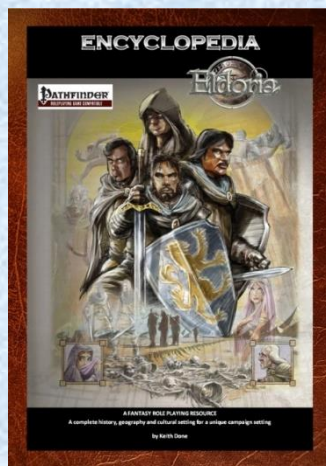
“Let’s go to the market!”

Have you ever felt the pressure and frustration when faced with designing an impromptu market stall or vendor? Then ‘Ten Market Stalls’ is the answer to your prayers. Not only are there a variety of detailed market stalls with exterior and interior descriptions, goods and prices and stallholders, there are also and plot hooks to weave in your own game.

This resource describes all you need across a selection of market stalls and could be used in its entirety, in a small village, or part of the market of a larger town.

The Setting

This resource has been written for the fantasy world of Eldoria and throughout are explanations for terms specific to that campaign setting. However if you want to use it in your own campaign, the details and statistics can very easily changed to suit the world you are playing in. If you find the world of Eldoria intriguing, more information can be found in *Encyclopedia Eldoria* and *Reliquarium Eldoria*.



(1) Barne Carving

Stall Description

This is a semi-permanent structure made up of a brown canvas tent stretched over a sturdy wooden frame. Across the roof is a skilfully painted, multi-branched tree, where the branches form the curling script of *Barne Carving*. At the front of this stall sits a simple wooden trestle table covered in a navy cloth, stitched brightly with a green leaf motif. Wooden spoons, knives and cups hang from hooks on a rope attached to the edges of the stall. A set of polished shelves sit at the back of the stall; on these shelves are a range of bowls and chests, in varying sizes. Larger chest are stacked three high in front of the shelves. These chests have intricate carving and brass fittings.

A man with long dark hair falling across his face and a prominent chin is intently carving a piece of wood. He wears plain dark clothing and a colorful. He is sitting on a stool behind the trestle table, curls of wood litter the floor around him. This is Anthol Barne, the proprietor.

GM NOTE:

One chest contains various samples that he rotates as stock on the shelf display. Another holds tools and off-cuts of wood. The third is empty, being used to transport the stock between the market and his workshop. The proceeds of the shop are kept in a money pouch worn on Barne's waist.

Stock and Prices

Prices (Random Roll for Availability of Current Stock)		
d12	Object	Decoration
1	Wooden spoon 1gp	Leaf 1sp
2	Wooden knife 1gp	Flower 1sp
3	Small bowl or cup 2 gp	Single heart 1cp
4	Large bowl 10 gp	Letters 5cp/letter
5	Small thimble 5 sp	Custom Simple 5gp
6	Medium thimble 6 sp	Custom Complex 25gp
7	Book cover 10 gp	Horses 5gp
8	Chest small 10 gp	Entwined hearts 1sp
9	Chest Large 50gp	Fighting men 5sp
10	Chest Medium 30gp	Rural scene 20gp
11	Box small 4gp	Border Pattern simple 5sp/side
12	Box large 8gp	Border Pattern complex 5gp/side



Stallholder

Anthol Barne Male Human Expert 4 (master craftsman) NG.



Anthol is stout, with large scarred hands. His long black hair is tied behind his head with a leather strip. Anthol wears a colorful apron (made by Edrina, his daughter) over dark clothing.

Anthol is a friendly man of few words and is slow to anger. But when he is angered, he is formidable and if in a fight, he may need to be restrained in order to calm him down.

His work ethic is strong and he labours from dawn to dusk, producing excellent carved goods.

Anthol has a wife *Neela* who is missing. He also has been blessed with three daughters; *Edrina* (13), *Florena* (9) and *Dhashow* (6). All the girls are alike in looks; long black hair and grey eyes like their father but they are much more outgoing, with a ready smile and infectious laugh. The girls spend most of their day studying needlework and reading with their spinster Auntie, *Flectine* (Anthol's wife's sister) at his home. On busy days Edrina comes to help at the stall selling and carving simple spoons. She greatly enjoys this time with her father.

Neela has blonde, curly hair usually worn in a bun. She is of medium height and build and not particularly beautiful but does have startling blue eyes above her rather large nose. Neela has pierced ears and often wears carved earrings made by her husband. Presently she is wearing tiny studs carved to look like unicorns, made of wood and painted silver.

Plothook

Anthol's wife Neela has been missing for a three weeks after going to the docks to pay for the delivery of a shipment of wood from Llan. She has been kidnapped by *The Three Ring* slavers. This is a secretive gang working the local area. The kidnapping was, in fact, arranged by Neela's sister Flectine. She has always been jealous of Neela and thinks that she may have a chance with Anthol, whom she has held a secret desire for over many years. Anthol is beginning to withdraw even more into himself as he believes Neela may have left him for another man. This notion has been strongly hinted at by Neela's sister. Although Anthol initially reported Neela's disappearance to the authorities, there has been no help forthcoming and no clue to her whereabouts. Anthol is going to make one more attempt and pay private adventurers to see if they could track down his wife, so he can talk to her and find out once and for all her reasons for leaving.

(2) Ashenfold Sweet

Stall Description

This is a basic stall, consisting of a rough square formed by three rows of stacked kegs. A tatty string of calico bunting is draped across the entrance; the bunting spells out *A-s-h-e-n-f-o-l-d S-w-e-e-t* in smudged black lettering.

The interior of the stall comprises of a trestle table on which has been placed half a dozen pottery jugs, a glass bottle of amber liquid and small clay cups. A hive motif is fashioned onto the sides of the cups. There are six plain wooden stools arranged around the table area and, on the outside of each keg, is a paper patch with the same hive art-work.



Two colorful characters are working this stall, pouring drinks and selling kegs of mead. They are both bald. One is a tall man with a big beard and wide grin. He wears bright clothing and has beads woven into his beard. The other is a Dwarf and wears more subdued clothing.

GM NOTE:

The Dwarf is actually a short, thick-set Human.

About 20sp in spare change is kept in money pouches attached to the belts around Meierwyn and Corda's (see Stallholders) waists. However they regularly transfer larger amounts of coin to a hidden compartment inside one of the kegs.

Stock and Prices

Stock	Price	Notes
Keg	10gp	The brothers will haggle and drop prices up to half price to get a sale
Jug (you provide jug)	1gp	
Jug (with their jug)	1gp+2sp	



ASHFOLD SWEET The Genuine Article!

Ashfold Sweet is regional table mead that is well-liked in East Elkia. Manufactured from crystal clear local water, yeast and a blended honey produced from local Ashfold bees. This brew's flavour is dominated by a strong honey aroma and has a sweet, caramel taste with a hint of flower nectar. It is famous for its deep amber color.

Stocked in most inns it also frequents the tables of noble houses. Ashfold Sweet has a high alcoholic content. There are two versions produced; one of a slightly inferior grade that is stored and shipped in barrels and a higher quality which is sold in a tawny colored glass bottle. Labels are characterized by a **flying bee**.

Distribution: Eastern Elkia

ASHFOLD

Ashfold is a sleepy Elkian village nestled among the forests east of the city of Darringmoor. The area has numerous gullies formed by moss covered rocks. An undergrowth of ferns and bracken predominate, growing thigh high in places. It has an economy based on mixed farming but It is most famous for its mead.



Stallholders

Meierwyn Trillip Male Human Expert 3 (merchant) N

Meierwyn is a flashy tall man with a balding head, brown bushy beard and a grin from ear to ear. Meierwyn has the gift of the gab and prides himself on not losing a sale, even if he has to bend the truth to do it. He usually wears beads woven into his beard and a brightly patterned robe with their hive symbol embroidered around the cuffs. He likes to drink and arm wrestle in his spare time. Presently Meierwyn Trillip is unmarried.

Corda Trillip Male Human Expert 4(merchant) N

Corda is a short thick set man with a completely bald head and a beard much like his brother. He is often mistaken for a dwarf which annoys him intensely. Corda is much more subdued in his dress and usually favours brown shirt and pants. He is quick to anger and dislikes his brother talking all the time; consequently the brothers can often be heard arguing in the market. Although he is presently unmarried, he has a sweetheart living in the nearby village of Bolin.

Plot Hook

The Trillip brothers are selling fake 'Ashfold Sweet' under the name 'Ashenfold Sweet'. Their product comes from a failing family home brewery in a Darringmoor city basement. Since the brothers have a knack for selling, they have been setting up in the market to spruik the family wares. Once a month, Corda and Meierwyn, make the pretence of taking empty barrels to Ashfold for replenishment. In reality they are taking full barrels for a round trip and selling these to country inns and villagers. These trips are counted by the family as their days off, to rest, holiday and pursue romantic interests.

One of the Trillip brother's favourite sales pitch is that they have an exclusive contract with the distiller, who is located in the nearby village of Ashfold. He provides them with a special variety of the mead, called '*Ashenfold Sweet*', an upgraded and superior version of the original *Ashfold Sweet*. The kegs simply contain a watery beer and an amount of honeycomb. To add to their ruse, the pair give samples of their wares from a keg containing the real *Ashfold Sweet* or from the bottle on the table, re-labelled with *Ashenfold Sweet*.



As their hygiene practices are less than stellar, a customer consuming this beverage must make a Fort DC of 12 or become ill within 1d4 hours. This consists of diarrhoea which will last 1 day (STR will be temporarily reduced by 1d2).

If the Trillips are ever caught out by customers, they claim to have been ripped off by their supplier and will say they are going to make an immediate visit to Ashfold to confront the distiller.

(3) Sybil's Leatherworks

Stall Description

This simple stall has a wooden 'A' frame, supporting basic shelving at the rear. It is sheltered by a white canvas roof. The wooden frame is hung with all manner of leather products; belts, pouches, book covers, scabbards, purses, worker's aprons and even cups. All of the products are stamped with a leaf motif and many feature brass embellishments. A wooden chest sits behind a man and woman working on intricate leather creations. Outside the stall, a matronly woman is spruiking for business with potential customers.

GM NOTE:

The chest is locked and contains a small box of larger takings, a suit of beautifully decorated leather armour, a leather satchel of tools and a few pieces of fine leather. Small change is kept a money pouch worn on Sybil's waist.

Stock and Prices

Standard Pathfinder prices apply (negotiable up to less 25%). There are a few prepared items and Sybil's Leatherworks will also take custom orders. There are two ways to use this chart:

1. Quickly roll for stock on the table below. For example a roll on a d12 in the first column gives the type of goods (e.g. a roll of 3 gives an eyepatch costing 1sp), then roll another d12 to add its decoration (e.g. a roll of 3 is a single heart, increasing the cost of the eye-patch by an additional 1cp). Therefore one of the items made for sale is a leather eye patch with the stamp of a heart on it. This would cost 1sp + 1cp. Feel free to reroll if the combination doesn't make sense.
2. Use column one for the types of goods they usually make and are prepared to take orders for. Then the second column for similar types of decoration. For example, a player may order a backpack (15sp) with his name 'Bob' (3 x 5cp) and brass stud decoration (10 X 1cp). The total price would be 15sp+ 15cp + 10 cp.

Prices (Random Roll for Current Stock)		
d12	Leather Goods	Decoration
1	Belt Basic 1gp	Leaf 1cp
2	Common Backpack 15sp	Flower 1sp
3	Eyepatch 1sp	Single heart 1cp
4	Belt pouch small 6sp	Letters 5cp/letter
5	Pouch medium 8sp	Custom Simple 2gp
6	Book cover small 6sp	Custom Complex 15gp
7	Book cover medium 1gp	Brass chain 1sp
8	Scabbard 8gp	Entwined hearts 5cp
9	Bracelet small 1sp	Brass studs 1cp each
10	Leather apron 5gp	Brass buckle 1sp
11	Leather cup small 5cp	Border Pattern simple 1sp/side
12	Leather cord 3cp each	Border Pattern complex 1gp/side



GM NOTE:

Inside the stall frame is a table at which Thrix and Hilster Thaxter work, showing off their craft. Their mother, Sybil usually stands outside the stall calling to customers to advertise their wares. There is a small chest inside the frame where Sybil keeps money and Thrix and Hilster's tools. The chest also contains a jerkin of studded leather armour; Thrix, Sybil and Hilster have made this to show local armourers and any city guard or soldiers browsing in their stall, in a bid to expand their horizons. The leather armour in the chest is of quite good quality and very ornate. It is highly polished with brass buckles and studs at the joints. Embossed in the leather is a shield displaying a golden running horse with a white flowing tail. The skirt of the armour is decorated with a swirling border of leaves.

Price: 15gp (This acts as normal leather armour but looks very good!)

Stallholders

Thrix Thaxter Male Human Expert 3 (craftsman leather) LN.

Thrix is a young man of small stature with large mop of thick brown hair often obscuring his eyes. He has a pale complexion and a crippled leg. When he is engaged in conversation, and the haggling gets intense, he develops a noticeable stutter. Consequently he is shy and reclusive. He is not happy with his job, having limited ability, and would prefer to learn to improve his reading skills and become a scribe.

Hilster Thaxter Female Human Expert 6 (craftsman leather) LG.

Hilster is a young woman with long brown hair, clipped into a severe fringe. She wears a beautifully decorated leather clasp. Hilster has delicate features and a petite frame with a haughty demeanour. Hilster's burning goal is to move up in the world and part of her plan to do so is to produce goods for mote elite shops. She has been pressuring her mother for 'Sybil's Leather' to make leather straps and decorative items for the *White Quarter Armoury*, in Darringmoor, an establishment that supplies the local military Orders. Eventually Hilster would like to apprentices herself to an armourer in the city. Her mother does not think this is an appropriate profession for a young girl and wants to keep her close to her side and make simple leather goods.

Sybil Thaxter Female Human Expert 8 (master craftsman leather) LG.

Sybil is a large matronly woman who wears her hair in two thick greying braids finished with elaborately worked leather clasps. She is cheerful with an easy smile but can be very protective of her children. Her hands are scarred from working with leather and now are beginning to twist with arthritis. Sybil manages the stall with the help of her son Thrix and daughter Hilester. Thrix does the basic leatherwork (the shaping and coloring) and his sister does the finer details, stitching and ornamentation. Sybil was a gifted artist but arthritis in her hands prevents her doing much work, she is now only able to work on pieces on her good days, in the warmer months.



DARRINGMOOR

Darringmoor is a bustling river city located on the northern coast of Elkia. The walled city is nestled in the 'corner' of the Areedah River and Darringmoor Bay and lies to the immediate south of that junction.

There is a spill-over population on the other side of the river that is called Northshore, which has been in existence for the past 100 years. Access to Northshore is by ferry or boat.

Being a strategic port, Darringmoor has changed hands a number of times between Sard, Elkia, and Llan.

The main religions in the city are the Holy Trinity: Sirtar, Ormocea and Esmia. Other religions with strong representations are Gurthor, Pharidor, and Phelltar. Darringmoor is a lawful town, influenced by the strong presence of the Holy Trinity.

Festivals are popular and looked forward to by the locals. Everyone in Darringmoor enjoys the 'The Tempest Run' festival. This takes the form of an annual boat race which begins on the first day of Air and concludes a week later.





TAAK

A POPULAR BEVERAGE

Taak is a powdered seed, red in color. It is added to boiling water to make a popular beverage that tastes similar to coffee with a background mint flavor. Elkians are the largest consumers of Taak, which they import from Rhenfara. They prefer a sweetened version of the drink and use honeyberries to flavour it.

CALENDAR

Eldoria is a northern land mass of the world of Enshar. Its annual orbit takes 360 days (of approximately 24 hours). Most people use the Gilliard Calendar, which came into being in 1540R. This divides the year into nine periods called Marches; each March being made up of three 15 day periods called Spans.

Eldoria time is defined as being part of three ages. There are the Twilight Years, which preceded the Darktime (a period of unknown length when most records were destroyed) and finally the Redemption, which followed the discovery of the Books of Law and the revival of civilisation.

Sybil is friends with Raffolk Gurnard (see Lotions and Potions) and meets up with him once per span, after the markets close and catches up on local gossip over a cup of Taak. She knows that Raffolk would like a serious relationship with her but she is far too busy 'holding her family together' – what, with Thrix's obsession with spirits and Hilster wanting to take the business into new ventures making armour for the military. It's all she can cope with! So she is happy to keep Raffolk at arm's length for the moments, as a friend and confidant. Sybil has been demonstrating odd behaviour over the past year and Hilster is very concerned, thinking that her mother is losing her mind. For example, a few marches ago she kept a box of leather off-cuts in a small chest and kept counting them regularly and accusing Hilster of stealing some of them. Then a few spans ago, Sybil began buying expensive clothing and rouge and spent a great deal of time fawning over herself in the mirror – which is very unlike her normal demeanour. Hilster has begun to refer to this abnormal behaviour as Sybil's 'episodes'. They are not permanent and seem to last for a couple of days before she returns to normal. Sybil seems unaware that she has been acting in any other way than her usual self – practical and conservative.

The behaviour is due to Raffolk Gurnard. He creates love potions for sale on his store. He has confided to Sybil that these are just old recipes he comes across and they don't work – they just make people relax and feel good about themselves (there is a small alcoholic content to each potion he makes). However, occasionally Raffolk makes a love potion that does have an effect. He doesn't know why and has been trying to refine his research and create a consistent formula. When he meets for Taak with Sybil, he slips a potion into her drink. So far he has been unsuccessful but there have been a few curious effects!



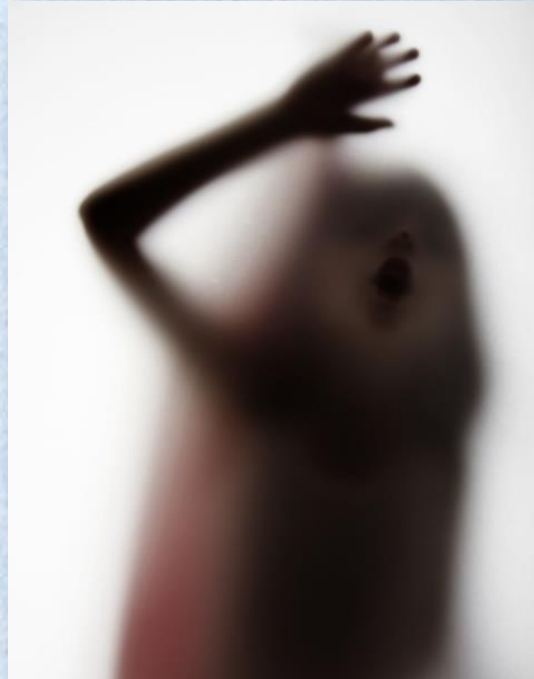
Plot Hook

A ghost has been following Thrix ever since he was a toddler. Thrix never was very active as a child due to his twisted leg (a malformation at birth) so he spent much of his early life helping in the market stall, dreaming and staring into shadows. This was when he first saw his ghost. It began as an indistinct blur that perhaps could have been a face. The more closely he concentrated, the form became more distinct and he began to make out features. Over time, the more Thrix interacted with the ghost the more real it became; not just in appearance but in its ability to affect the real world.

This is one of the reasons why he is shy and rarely talks; he has been embarrassed a number of times talking to someone, no one else could see. He has never been



afraid of the ghost but Thrix did mention it to his mother as a child. She dismissed it as childhood imagination so he never has bothered telling others about it since. His younger sister saw the ghost briefly when she was about six but has always been too wrapped up in her own plans, in the real world, to be concerned. The ghost appears in the form of a small girl of about eight years of age. She has black hair and eyes with epicanthic folds and is often seen playing with a spinning top. The ghost goes by the name of Tai-Linn and is friendly, most of the time, but does play a few tricks every now and then – writing on walls, moving objects about etc. Tai-Linn is also very helpful, warning Thrix of pickpockets and signs of danger. Despite his deformity Thrix was rarely bullied, partly due to his protective mother and sister but also due to ‘bad luck’ caused by his ghostly friend that befell anyone who chose Thrix as a target. The local children soon learned to stay clear of ‘creepy’ Thrix.



The spirit of Tai-Linn is hoping someone will help it get justice for her murder by her childhood tutor. The ghost is the daughter of a local lighthouse keeper and was pushed out of a window by the tutor to fall to her death, after Tai-Linn discovered the tutor stealing savings that her father had squirreled away. The incident was made to look like an accident and the ghost has never had settlement that would allow her to ‘move on’. Thrix has tried to get his mother to listen to him about investigating the death of Tai-Linn but she ignores him, thinking it is just childish nonsense.

(3) Potions and Lotions

Stall Description

Propped outside this yellow tent is a free standing sign in the shape of a bottle. This sign has been elaborately painted with hearts and flowers and the title *Potions and Lotions* written on it with a swirling script. The stall has a large trestle table, covered in a blue velvet cloth with two serviceable chairs nearby.

The table is laden with small, decorative pottery bottles; each stoppered with cork and wax seal and tied off with a dried flower attached by a ribbon. There is a large basket in the centre of the table with bars of tallow soap infused with herbs and dried flowers. At the back of the tent a simple free-standing shelf displays larger bottles and a small chest.

GM NOTE:

The small chest is locked (DC20) and contains the proceeds of the stall as well as a six pack of extra potions. Small change for the stall is kept in a money pouch worn on Raffolk Gurnard’s waist.



*There are two products that Raffolk sells – scented soap and love potions. The potions are contained in a diverse array of bottles and all sell for **50gp**. The soap bars have different combinations of herb and flower infusions and all sell for **1cp**.*

Raffolk specialises in love potions and although his concoctions are not usually magical, Raffolk randomly mixes some ingredients in their creation. He chooses components that are usually used in the distillation of actual magic potions and this occasionally results in the accidental creation of a love potion with varying strange effects.

There is a 15% chance of a buying a potion that actually has a magical effect. If this is the case, the effect is random (roll on the table below)

Random Love Potion

d10	Name of Potion
1	Feel Good Potion
2	Object of Obsession Potion
3	Lost Love Potion
4	All that Glitters Potion
5	Culinary Delights Potion
6	Magic Taster Potion
7	Deep Thinker Potion
8	Philanthropist Potion
9	Loves Answer Potion
10	Opposites Attract Potion

The effects of the potions are as follows. All effects last 1d3 days. There is a Fort Save at DC22 made when a potion is imbibed. If this save is made the potion has no effect. Otherwise the effects last 1d3 days. The potion has a short shelf life and will be rendered useless in 3+1d4 days.

Feel Good Potion

The imbiber has a tendency to be infatuated with their appearance. They will spend extra time bathing, perfuming and preparing any garb to be worn. Passing a mirror may involve a quick peek. After all nothing is quite as beautiful as your own visage!

Object of Obsession Potion

Those drinking this potion will begin an obsession with the first individual of the opposite sex that they see and will be convinced that the individual is in love with them too.

Lost Love Potion

This potion begins to infect the mind with the melancholy of lost love. There is a 10% chance that a memory of some old lost love will be presented to the imbiber. This makes them want to seek out the person they once loved and reconcile with them.

All that Glitters Potion

The imbiber has a tendency to hoard valueless trinkets and baubles; finding reasons why they are great treasures. They may develop suspicions of other people wanting to steal their hoard.

Culinary Delights Potion

When uncorked, this potion smells like the most delicious five course meal ever cooked. The aroma alone triggers the effect, which is the desire to eat fine foods. The love of high quality food and locating places that serve it preoccupies everyday activities.

Magic Taster Potion

The liquid in this container swirls with benign sparks. Drinking this potion results in a heightened sense of magic. Users will see sparkling auras around people capable of casting spells and will find themselves attracted to these people, as friends or lovers.

Deep Thinker Potion

This elixir tastes of honey and has the tendency to cause a blank stare upon the face of anyone who drinks it. They acquire a permanent Staggered Condition while under the influence of the potion. They will seem to be lost in deep thought and will be focussing on one of their skills or talents and how great they are at it. If someone engages them in conversation they will quickly turn the topic to the object of their obsession and demonstrate their relevant skills or abilities.

The Philanthropist Potion

This potion has a sickly sweet odour when uncorked. This potion results in the imbiber giving a substantial gift to the first person they see. The gift is usually romantic in nature if the person is of the opposite sex.





GREYLET MOSS

Greylet moss grows on the larger cypress trees of the northern slopes of the Stonebrow Mountains. It is also known by locals as beard moss. It hangs from trees in full sun or partial shade and can look like a bushy beard. It needs high elevation and cool air to propagate.

It has the unusual property of preserving infusions, making them more stable and giving them greater longevity; up to twice the usual duration. Only a very small amount is needed to have the effect, making it highly sought after by alchemists and potion makers.

It sells for 5000gp per half pound on the open market.

STONEBROW MOUNTAINS

The Stonebrow Mountains are a range of peaks dividing Llan from its southern neighbours of Sard and Elkia. It only has a few strategic passes that have been fought over for centuries.

Loves Answer Potion

This potion is a thick blood red liquid and tastes of the bitterest lemon. This is a universal antidote to all Raffolk's potions. The antidote will instantly break effects of any of his potions or any other potion or spell effect that is charm based or meant to control minds.

Opposites Attract Potion

This potion is bright yellow and smells like cinnamon. It causes the imbiber to fall madly in love with a person of the same sex or a humanoid (male or female) of another species (e.g. Elf, Gnome, Dwarf, Goblin, Orc etc.)

Stallholder

Raffolk Gurnard Male Human Expert 7 N

Raffolk wears a grey robe stained by different chemicals. He is a short, heavy-set, middle aged man with mouse colored hair. Although a bit distant and not really interested in polite conversation, he won't be rude or offensive. Raffolk isn't concerned with the hard sell or haggling, as he is more interested in the creation of his potions. Although he has occasional trade amongst the wealthy in his love potions, the soaps he makes are his bread and butter.

Plot Hook

Raffolk is secretly in love with Sybil from Sybil's Leatherworks. He has tried countless times to court her but she has spurned his advances, giving the excuse that her children need her. He meets with her regularly to discuss local affairs over a cup of Taak. Lately, he has begun 'spiking' her drinks with his love potions, hoping that one will actually work. He has had no luck so far but Sybil has been displaying some odd behaviour from time to time. Raffolk continues to try to develop a consistent formula to win the attention of Sybil. His latest research has led him to the possibility that *Greylet Moss* may be a key ingredient that he needs to perfect a stable potion. It is rare moss that can only be found in small quantities, in the nearby Stonebrow Mountains. He is no traveller but is willing to pay a hefty price of 300gp to acquire a quarter pound of Greylet Moss.



(4) Quez Ropes

Stall Description

This stall is a square shaped grey canvas tent built on a wooden cart. Outside the entrance to the stall hangs a sign, the script of the sign being made from rope to form the words - *Quez Ropes*. On the back of the cart there are half a dozen barrels in which rope, all sizes and types is spilling out. Coils of rope hang from the ceiling in large loops. A chair and two wicker baskets have been placed near the cart where a man sits, repairing ropes. Under the chair are two small chests.

GM NOTE:

The smallest of the chest holds money. A Magic Mouth spell has been placed on this to alert Eduard to any theft. The second chest holds samples of spider's silk and bloodvine rope. Eduard Quez sells rope for the family business, the workshop being located elsewhere in the city, where there is the required space for a rope walk. This purpose of this stall is to promote the product and take orders. However, the coils of rope in the back of the cart are for immediate sale.

Stock and Prices

Stock	Price
Silk rope (50')	11 gp
Hemp Rope	2gp
Spider's Silk (made to order)	150gp
Bloodvine (made to order)	350 gp
String Twine (50')	1cp
Balancing Rope	8sp
Rope Repair	1sp/ per break
Rope offcuts	1sp/lb (usually lengths of 1d4 ft)

Stallholders

Eduard Quez Male Human Expert 4 (master craftsman Rope maker) N

Eduard is a very short man with blonde cropped hair, a large bent nose and muddy brown eyes. He is gruff but not unfriendly in his interactions with the public.

Prileena Quez Female Human Commoner 5 N

Prileena Quez is a very short; even shorter than Eduard. She is as round as she is wide with shoulder length straight blue- black hair.

The Quez family has been making and selling rope for five generations. They sell various sizes of good quality ropes and Eduard Quez senior (Eduard's father) is a talented craftsman and also makes master work rope. Each afternoon and morning, one of Eduard's children or siblings help him set up the stall and in the afternoon they bring the donkey to pull the cart, returning their sample stock to their warehouse in the afternoon. Rope is in high demand so only one person can be spared to man the stall at any one time, as the rest of the family are filling orders at the workshop. Eduard has wanted a change, so he offered to sell rope at the markets. This has proved very profitable, even though he has only been



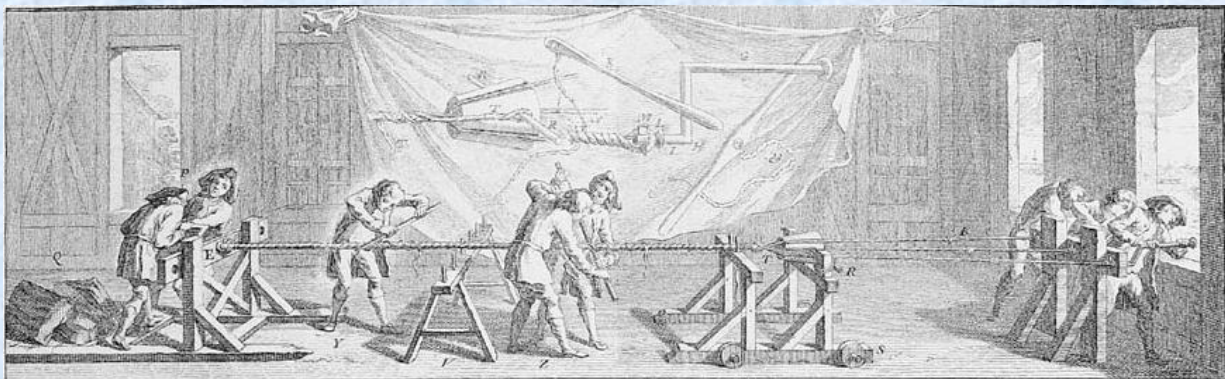
doing this job for the past year, he has proved to be very good at it. During lunch time his wife, Prileena, brings a basket of hot food and stays to have a chat. Sometimes she will bring a few of the children.

Prileena, loves to talk and gossip and will spend the entire lunch break talking non-stop to Quez. Although he loves his wife dearly, Eduard usually day dreams during this time, while nodding wisely. They have ten children: Molldony (17 son), Wollony (17 son), Zarina (16 daughter), Wowbie (15 son), Flower (14 daughter), Spinder (13 daughter), Spold (12 son), Spur (8 son), Leafrina (5 girl) and Chinsey (2 girl).

Plot Hook

For the past six months, local pirates called the '*Black Hearts*' have been pressuring Quez to sell ropes at a greatly reduced price. They have been hinting that his family would be endangered if he went to the authorities. He has discussed this situation with the family and they have said to let sleeping dogs lie but Quez worries that the *Black Hearts* will eventually ruin the business. Eduard has thought long and hard and come up with a plan.

He wants to pay an independent party, not known in the local area, to discreetly gather evidence about the pirates. When enough damaging evidence has been gathered he then wants them to report this to the authorities. Eduard hopes this will cause the pirates to have their operation at least moved elsewhere or terminated, without pointing the finger in his direction. He will give a reward of 50gp and the choice of any 50' of rope, he sells.



(5) Plonder and Sons

Stall Description

This large stall consists of a pale green canvas tent with a painted bottle green board labelled 'Plonder and Sons' hanging above its entrance. Inside the tent is filled with a variety of cloth and fabric. Three small tables are arranged in a U shape, with bolts of cloth being displayed on two of the tables and a large fabric covered book resting on the other. Under each table is a medium sized chest and beside the tables is a cluster of barrels, displaying tubular bolts of cloth of all colors, hues and patterns. Three people are working in this stall - two men and a woman. Large scissors hang from chains attached to their aprons.

GM NOTE:

The book has samples of cloth colors and patterns. The chests hold more expensive fabrics and are locked. Each of the stall holders possess their own key.

Stock and Prices

Roll 3+1d4 times for Current Stock/then determine color and pattern for each stock item (prices accumulate)			
d10	Stock /4 Yard	Color	Pattern
1	Wool poor 5gp	Red 5gp	Check11gp
2	Wool medium 8gp	Brown1gp	Stripe 3gp
3	Wool fine 12gp	Blue 2gp	Plain 0gp
4	Silk Average15gp	Cream4gp	Plain 0gp
5	Silk Good 18gp	Tan1gp	Plain 0gp
6	Silk Extra Fine 25gp	Green3gp	Plain 0gp
7	Linen Basic 1gp	Teal5gp	Floral 12gp
8	Linen Poor 5sp	Rust3gp	Paisley 20gp
9	Linen Fine 3gp	Purple10gp	Geometric10gp
10	Canvas 10gp	Black2gp	Spots 5gp



Stallholders

Juspret Plonder Male Human Expert 6 (Merchant Cloth) LG.

Juspret wears his dark blonde hair cropped short above his pale blue eyes. His nose is a slightly bent and he has a medium build. Style is very important to Juspret and he sports a dashing moustache. Juspret's eye for fashion means he knows what sells and he knows his product very well. When not engaged in talk of the cloth trade and fashion, he does like to brag about his family. Juspret has four infant sons (two sets of twins) whom he hopes will work in the business one day.

Jorlane Plonder Female Human Expert 6 (Merchant Cloth) LN.

Juspret's sister, Jorlane has waist length blonde hair, tied back from her face with a green kerchief. She also inherited the Plonder family slightly bent nose and blue eyes. Jorlane is a silk expert, a spinster and has a negative view on life. She works with her brother and cousin Artal Plonder in the family stall.

Artal Plonder Male Human Expert 6 (Merchant Cloth) LG.

Artal has shoulder length brown hair and has inherited the Plonder slightly bent nose and blue eyes. Artal is a striking figure, tall with a medium build and a large moustache. He wears a woolly hat with a long purple tassel over one shoulder. Each month, Artal likes to display special fabric by wearing a new vest, fashioned from cloth he wishes to highlight. Gregarious by nature, he is inspired by interaction with people and loves to chat at length to his customers.

The old family business has been left to the three NPCs listed, after Artal's father died. Juspret Plonder is the manager, Artal is the best salesman and Jorlane watches the finances. Usually the stall makes a fine profit and due to good relations with both suppliers and patrons.



Plot Hook

Cheap, Y'siran silk is flooding the market. Jorlane says it is of extremely poor quality, barely warranting the name and its continued presence in the market will greatly affect their profits to the point of ruin. The stall owners have reported this to the local guild but nothing has been done about it. Fearing plummeting silk prices the Plonders have decided to be proactive and have this problem investigated themselves. Jorlane has released finances to employ a group to trace the source of this cheap silk and gather evidence of its importation. He believes this will be evidence to compel the authorities to act and put a stop to the illegal operation.

The silk is provided by a local pirate group called the *'Black Hearts'* who attacked a passing merchant ship, the *'Seagull'*, a few months ago. This vessel was carrying an entire load of Y'siran silk but much of this silk was water damaged and left far too long in the hold. Even though the silk was cleaned, the quality of the fabric has suffered greatly from this mistreatment. The *Black Hearts* stored the silk for a while but are now selling it to pay for much needed repairs to their old vessel. *Also - see links with Quez Ropes Plot Hook.*



Y'SIRA

The mighty desert land of Y'sira has retained a distinct and vibrant culture, despite contact with the northern realms of Sard, Elkia, and Llan, and occupation by the Sardellan Empire. Its people are a mix of Zurrandi and Keljac and their ethics and beliefs have been moulded by the harsh environment that they dwell in.

Y'SIRAN SILK

Y'siran silk is produced from the cocoons of the native Y'siran silkworm mainly from the Sandsear Mountains in the north of the country. Locals raise the infant caterpillars on an exclusive diet of Sandberry leaves.

The Sandsear region is the center of the Y'siran industry and the silk produced here is renowned for its' special qualities, which include tensile strength and unique natural patterns and colors.



(6) Light Your Way

Stall Description

Light Your Way is housed in a sturdy canvas tent with a simply painted blackboard announcing the name of the stall. On the grey pitched roof is a painted candle and inside the establishment are a number of shelves filled with candles and lights of a multitude of various shapes and sizes. Elaborate lanterns hang from the tent supports and ornate freestanding candelabras cover the floor. At the entrance, a string of dainty crystals hang, reflecting light. To the left of the entrance is a small table with baskets holding used candle stubs and the proprietor usually sits beside here, decorating candles or repairing items. A small wooden chest is under the table and a golden haired dog lounges beside it.



GM NOTE:

The chest is locked and holds the days takings, the key is around Kendell's neck. The dog has been trained to protect the chest and while it will attack anyone trying to touch the chest, it is friendly on other occasions. The dog's name is Fudge.

Stock and Prices

Stock	Price
Beeswax candles	10 cp/ dozen
Candle stubs	1cp for ½ dozen
Candle	1cp
Candle Helmet	2gp
Candlestick wooden	5gp
Candle lamp	1cp
Candlestick metal	1sp
Candelabra metal	5gp
Candelabra wood	3gp
Freestanding Candelabra metal	8gp
Freestanding Candelabra wood	6gp
Bullseye lantern	12gp
Hooded lantern	8gp
Waterproof Bullseye lantern	20gp
Waterproof Hooded lantern	13gp
Torch	3cp
Pharos Lamp (special – only 2 in stock)*	20gp
Camathene Lights 9(See side bar)	8gp

The owner has obtained two Pharos Lamps from the local Pharidor Church. This is a hinged sphere, designed so that the top half can be opened and closed. The inside of the sphere has been treated to a permanent form of Light Spell. The intensity of the illumination can be moderated by the degree to which the sphere is opened.

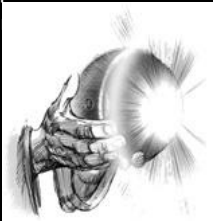


PHARIDOR

RELIGION

Pharidor is the bringer of life to the world, for without Pharys (the sun) the people of the world would soon perish. Sunlight brings health and healing to Pharidor's faithful; the power of the God being felt as warmth upon the skin.

The temples of Pharidor are lit by Pharos Lamps, spheres crafted by artificers of the temples that are enchanted with a complex spell.



CAMATHENE

This is a cheap form of lighting using the ink from the grey mottled squid. When the ink comes into contact with fresh water it produces a luminous green light. A camathene lamp is a sealed glass container with a metal hood which usually contains about a quarter of a pint of camathene. Twisting the lid releases a measure of camathene into the container which will 'power' the lamp for 1+1d4 hours. A typical camathene lamp will have 10 'doses' of ink; after they are used up, more camathene must be purchased at the cost of 2gp a pint.

Stallholders

Kendel Hornseller Female Human Expert 4 (master craftsman candles) LN
Kendel is a middle aged woman of medium height with greying curling hair and green eyes.

Suralt Hornseller Male Human Expert 4 (master craftsman candle stands) LN
Suralt is Kendel's husband and he has a balding head and blue eyes.

Both Suralt and Kendel are very friendly and love to haggle. Kendel met her metal working husband outside of Darringmoor, when he stayed overnight at her parents family farm. The Ryent Farm was a successful venture, supplying food to the nearby city, but Kendel had no love for the land and preferred making things, particularly candles. When they decided to marry 20 years ago, they began their business. The couple have three children; two of the girls have returned to the family farm to work on the land and their son is an apprentice metal worker.

Plot Hook

Yesterday Kendel Hornseller received a letter from a peddler. The missive has her extremely worried. It was from her eldest daughter, Sascha. Sascha wrote of trouble on her farm and the surrounding area where she resides (about 10 miles away). There have been unprecedented goblin raids and cows, sheep and other stock are frequently missing.

Sascha is asking for help, as Kendel's ageing parents are starting to struggle. They have asked if she could provide assistance by sending her husband and son home as protection (until the local troubles are over). Kendel is very reluctant to do this for a number of reasons. Firstly she doesn't want to risk both her husband and son to something dangerous. They are also up to their necks with orders and their son is at a crucial part of his apprenticeship with a less than understanding master craftsman.

She has discussed this with her husband and they have agreed the business can afford to get real guards or investigators to give assistance. They are willing to pay a group to help the parents with the goblin problem. The Hornsellers can pay 50gp now and 50gp at the completion of the task, as well as a lantern of choice from their stock.



(7) Whistles and Horns

Stall Description

This is a stylish multi-colored, blue canvas tent. Each side is a different shade and blue bunting is draped along the edges of roof. From the bunting hang various shapes and sizes of wooden whistles. There are also shelves, near the back filled with a number of polished wooden boxes.

Resting on top of some of the boxes are a number of ornately carved horns. In the centre of the tent is a table and chair where a man is whittling whistles from pieces of wood. Underneath the table is a small basket full of reeds, tools and wood. Beside the basket is a small chest.

GM NOTE:

One of the boxes contains expensive whistles, embellished with brass and silver. The rest of the larger boxes hold horns, with the most expensive being presented in individual boxes. A money float for the shop is kept in a pouch worn on Whilt Horncarver's waist, while the larger daily takings are kept in a locked box underneath the table. The key to the box is around Whilt's neck on a leather strap.

Stock and Prices

Stock	Price
Training whistle (common)*	5sp
Hunter's whistle (uncommon) 25% chance of having the required type*	10 gp
Normal signal whistle	5sp
Silent whistle	5sp
Signal whistle	8sp
Signal horn plain	8sp
Signal horn decorated	8gp
Child's horn	1sp
Child's whistle	1cp

* see separate notes below on Beast Whistles below

Training Whistles

Training Whistles (aka 'Farmer's Pipe)

These are whistles that can be heard by animals (much like our dog whistles). Their frequency is outside that of most human and humanoid hearing. The generic form of the whistle is used by farmers to give working animals commands. The animals are gradually trained to perform routines according to different piping of the whistle. They are effective with a limited range of domesticated animals (e.g. milking cows can be trained to come to a shed at the sound of the whistle. They have a range of 1,000 yards; twice that for animals with hearing perception of 5+).



Hunter's Whistle (aka 'Mating Caller)

These whistles have the ability to copy the mating call of a specific normal animal. The whistle has a range of one mile and the GM must determine if there is an animal of the specific whistle type, native to the area and in range. If so, 1d2 animals of that type will make their way to the location. The whistle must be repeatedly blown over a period of an hour (but not continuously) for the animal to find the summoner. The animal is in no way beholden to the summoner and may attack, if a predatory creature. Once summoned, and finding no mate, a summoned creature will flee. If the whistle is used again it will make a Will DC Save to refuse the call. Each subsequent time it is summoned, it receives a cumulative +2 to the save.

Stallholder

Whilt Horncarver Male Human Expert 5 (Master craftsman whistles and Merchant) N.

Whilt is a man of medium height with a full head of curling grey hair. He wears a sturdy leather apron over a blue robe and likes to talk at length about whistles (his great passion in life). Whilt collects unusual whistles and will pay good money for them.

Plot Hook

Whilt Horncarver wants to acquire a whistle he has seen. A few days ago he saw a noble, Jenkins Pont, with a very special whistle. Pont took it out of his pouch when paying for goods at a nearby stall and it was glimpsed by Whilt. As Jenkins passed by his stall, Horncarver asked to purchase the item for a very generous (he thought) price of 100 gp but Jenkins laughed in his face, told him to mind his own business and refused to sell.

This whistle is made of carved horn, fashioned in the shape of rearing horse. It is trimmed with silver and hangs from a silver safety chain that Jenkins wears attached to his sword belt, the whistle itself is stored inside his coin pouch. Whilt is unaware that the item in question is a magical *Whistle of Calling* but is desperate to have it for his special collection. He has become obsessed and wants to hire a discrete party to appropriate it. Whilt is willing to pay a party or individual 1000gp, on receipt of the whistle.



(8) Steelweaver Weapons

Stall Description

This stall is a rough relocatable shelter, on wheels. It has been painted white with red bunting strung around the exterior. Shelves line the back and sides to display swords and daggers. Beautifully decorated scabbards hang from the ceiling. A small workplace is in one corner with unworked leather and tools. A man with long black hair is selling weapons to customers.

GM NOTE:

The majority of takings are kept back in the city workshop where Harnd works. There is only a 10% chance today's takings will be in the stall. The current proceeds of the shop are kept in a money pouch worn on Colanick's waist. Harnd is usually busy in his workshop but visits the stall, with his daughter every day, usually around meal times.

Stock and Prices

Stock	Price
Short Swords (act as +1 non magical)	150gp
Daggers (act as +1 non magical)	75gp
Throwing Daggers (act as +1 non magical)	100gp
Basic scabbards	5gp
Personalised Scabbards	50gp



Stallholders

Harnd Steelweaver Male Human Expert 7 (Master craftsman swords) N.

Harnd Steelweaver has black hair, worn long and tied back from his face and thick black curly beard. He is short, stocky and a talented master weapon smith who trained for two years in the Caldathan weapon shops of Denhaven. Harnd couldn't finish his final years, due to family commitments resulting from the unexpected death of his wife. He decided to move to his home town of Darringmoor and support his daughter using his immediate skills. Harnd does not like the sales part of the business, finding his blunt personality, unproductive to sales. However he is very good at sword making and will spend time matching the person to the right weapon. His daughter Havin, 6 years old, has long black curly hair and sometimes helps out the Steelweaver brothers in the stall, sweeping and cleaning.

Colanick Steelweaver Male Human Expert 5 (Master craftsman scabbards/leather) N.

Colanick has long black hair, a thick clipped black beard and a short and stocky frame. Colanick Steelweaver is a talented scabbard maker and enjoys creating elaborate, intricate designs. He mans the stall with his brother and is occasionally supported by Harnd and little Havin. He has a jolly disposition and tries to upsell scabbards.

The brothers work as a team, with Colanick doing most of the selling at the stall and Harnd spending most of the day in the workshop. The stall is really just an advertisement, displaying swords and scabbards in order to commission new orders. Presently they have a large assignment to make twenty swords for a local paladin military unit, *'The Order of the Silver Swans.'*

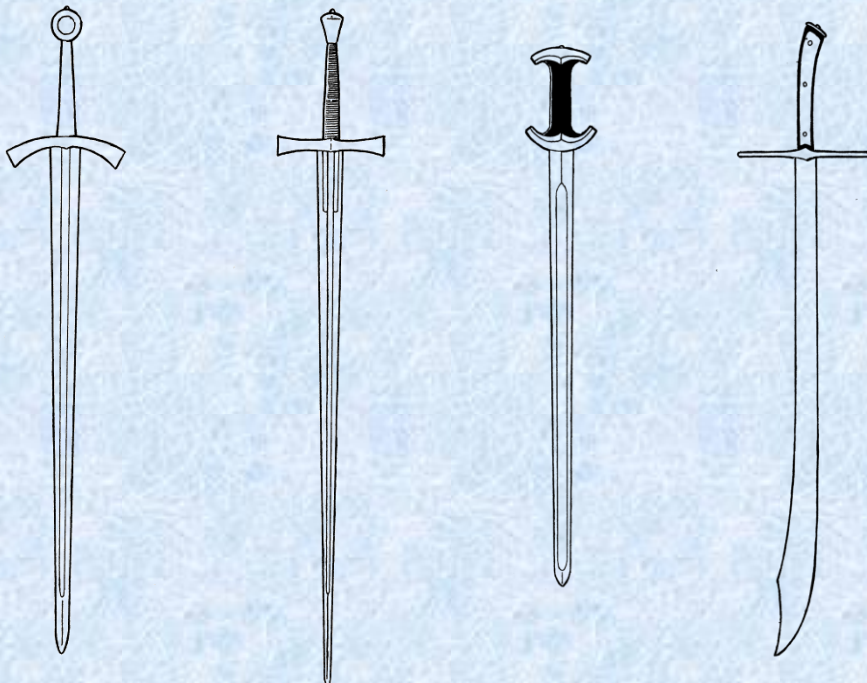
Plot Hook

Colanick has a childhood friend called Jerrick who bought him an undecipherable page from an ancient text. Jerrick knew Colanick was good with his letters and over a mug of beer, gave him the page to read.

The page proved to be very interesting and talked about magic of great power to be found in the nearby mountains but it was badly damaged and some of the page was still barely able to be read. From what the two can gather, after studying the legible sections, is that there is an ancient Dwarven complex in the mountains near Darringmoor, rich with treasure.

Jerrick said he received the page from a dying man he found on the side of the road, gravely injured. Jerrick alerted the local healers and the poor soul was transported to the nearby Esmian hospice, to be guided to the afterlife.

Colanick, Jerrick and Harnd have discussed options and have decided to quietly scout for a group of adventures and share in the proceeds. They hope if they finance an expedition they will recoup enough money to cover expenses to complete the remaining portion of Harnd's training in Denhaven. Harnd and Jerrick are willing to go with the group that they hire to help out and monitor the share of any booty found, while Colanick will stay behind and manage the business. They are hoping the funds will cover hiring a replacement swordsmith as well.



CALDARTHAN SWORDS

Denhaven is the capitol of Elkia. It is famous for its' street of weapon smiths who trace their roots back to the ancient master artisans, the Order of Caldartha.

Modern Caldarthan smiths can create non-magical masterwork swords that provide a +2 hit bonus. The swords are made specifically for the individual attributes and fighting style of the person who commissions the sword to be made. The smith will spend many hours studying that purchaser's fighting stances and moves in order to make the sword perfect.

These swords usually sell for upwards of 2000gp. They are only +2 in the hands of the person they are made for; the sword is +1 for anyone else.

The techniques of assessing clients and fashioning their individual swords are kept secret and entry into the Order of Caldartha is highly prized by sword makers.

Caldarthan swords are identified by a hallmark of a crab with a sword in each claw.



(10) The Iron Key

Stall Description

The Iron Key has a simple set up, a square formed by four tables. Over this area is a canvas roof supported by four wooden poles and a tall post in the centre. On the centre post, hang several keys and locks of all types with a spectacular over-sized black iron key. A wooden key shaped sign also hangs from this post, announcing the name of the stall '*The Iron Key*'. Stools are pushed under each table and one is stacked with three small chests.



GM NOTE:

The chests are full of specialist tools and materials. The proceeds of the shop are kept in a money pouch worn on Maikai's waist. Maikai will reduce any items by 25% if the customer buys a second item.

Stock and Prices

Stock	Price
Simple lock	20gp
Average lock	40gp
Good Lock	80gp
Superior Lock	150gp
Decoration (non-functioning keys incorporating precious metal and gems)	5-150gp
Manacles	15gp
One Over-sized Black Iron Key (One only - Special Item)*	500gp
One <i>Key of Lock Jamming</i> (Magic item: One only in Stock)	400gp

* see notes in Plot Hook

Stallholder

Maikai-Chan - Male Human Expert 4 (Master craftsman locks) LN.

Maikai-Chan is a small thin, Maritaani man, with a balding head and expressive eyes. He dresses in the traditional greys of the Y'naari people and has a tattoo of a Pegasus on his neck. He sometimes wears his hair in a top-knot and speaks very quickly, using elaborate hand gestures and exaggerated facial expressions. His accent is distinctly Y'naari accent and difficult to understand. Maikai is very cheerful and positive in his outlook and will tell you his life story during a transaction.



MARITAAN

Maritaan is an arid but beautiful land in Eldoria's south. Its capital is the unique city of Sinkhole Deep, built around and inside a great man-made shaft in the earth. The culture of Maritaan is similar to that of China, however Maritaanis tend to wear clothing in black, grey and white – displays of color are considered outlandish and inappropriate.



YAARNEYAN CULT

Yaarneya is the Goddess Entropy, Wantonness and Lust. The Cult of Yaarneya can trace its origins back to ancient Maritaan where it came to dominate the Y'naari Empire over 5,000 years ago.

Clerics of Yaarneya will establish secret temples in areas of opulence and infiltrate the houses of the wealthy, usually acting in the role of servants, tutors or nannies. They will corrupt the individuals of those households offering every kind of hedonistic pleasure and slowly bring them into the worship of the Goddess.

Those who resist them and threaten to bring evidence of their activities to the authorities are initially blackmailed and, if this doesn't work, they are dealt with violently.

Maikai-Chan married a local Elkian girl, Gelen, who was visiting Maritaan, sightseeing in the city of Sinkhole Deep. They had a whirlwind romance and married. Following their nuptials, Makai-Chan moved to Gelen's home town of Darringmoor and they had a child together called Vanny. When Vanny was 12, Gelen left him for another man. Now he barely sees his son.

However, he is very philosophical about this situation making the best of it. The tattoo of the Pegasus was given when he became a master locksmith by the head of the Maritaani locksmith guild he was apprenticed to.

Plot-hook

Maikai has a large ornate key which has a hidden compartment inside. Inside the key is a tiny parchment with a detailed map of an underground labyrinth located in Llan. Maikai is aware that the parchment is there and thinks it is not genuine; more of a curio than a guarantee of finding hidden treasures from the past.

However, Maikai has bigger concerns than the mysterious key. Recently he was called to Lord Feldar's country villa. Feldar is a local nobleman with great influence and sits of the Darringmoor council. Maikai was contracted to change the locks at the villa and was quite concerned by what he witnessed there. He saw a woman wearing a brooch that bore a device of the Yarneyan cult and caught the scent of Illixia, a drug promoted by that cult. He thinks there may be a Yaarneyan cult operating from the villa and he is committed to having them stopped before they gain a foothold in the region.

In his youth he saw the devastation that occurred in his home town of Ruscam in the south of Maritaan, where the Yaarneyan cult corrupted the local elders and destroyed the very fabric of society in the town, leading to depravity, slavery and rampant drug use. His mother took him away to Sinkhole deep, as a boy, to protect him from the moral decline of Ruscam. Maikai, is unsure of how to proceed because the Feldar is such a powerful man. He is willing to hire a party of adventurers to infiltrate the villa of Lord Feldar and find hard evidence that the Yaarneyan cult is based there.



The Goddess Yaarneya



(10) Buckleby Shoes

Stall Description

Buckleby Shoes is a medium tent stall in which Mattis Buckleby, the proprietor, sits amongst wooden boxes full of shoes and boot and the templates used to make them. His work-benches are positioned near the back of the tent, where Mattis' workers are furiously making footwear to order. Hung around the sides of the tent on bright red cord is a selection of shoe and boot styles as well as leather samples to choose from. He has very few pre-made shoes as he prefers to make to order. However there is a chest of seconds and returned items that he is always keen to sell. It's unlikely any will be a good fit (25% chance). Mattis prefers to measure a person up, using his templates and get his workers to make a simple pair in about an hour (or a day or so for more ornate footwear). The longer the workers spend on the shoes the better the quality.

GM NOTE:

The wooden boxes are haphazardly full of leather, completed shoes and specialist tools and materials. The proceeds of the shop are kept a money pouch worn on Mattis's waist.

Stock and Prices

Stock	Price
Simple slip on booties	5cp
Hard leather shoes	5sp
Soft leather boots	9sp
Hard boots	2gp
Decoration simple	5cp
Decoration elaborate	5gp



Stallholder

Mattis Buckleby Male Halfling/human Expert 3 (Master craftsman shoes) LG.

Mattis Buckleby is a Halfling with a bristling black beard and ruddy complexion. He has a formal personality and refers to people in the third person (e.g. 'the gentleman has a most magnificent foot. Let me provide the good sir with my best pair of shoes'). He employs three workers, Yuris, P'tar and Challing who quickly make shoes at the stall. Mattis Buckleby, as a Halfling, doesn't come from entirely humble origins in Northland. In fact he is a distant relative of the good Queen Rose (on his mother's side) and believes this gives him the right to have a few airs and graces. He is desperate to make a success and build his business. All his workers are relatives hoping to make it big in the city of Darringmoor.

Yuris Buckleby Male Halfling Expert 4 (Master craftsman shoes) LG.

Yuris is Mattis' cousin. They have been good friends since childhood. He has short red cropped hair and is clean shaven.

P'tar Buckleby Male Halfling Expert 2 (Master craftsman shoes) LG. P'tar is Mattis' nephew, the son of his brother Yuris senior, who has sent him to learn a trade. P'tar has short black cropped hair, rosy cheeks and a clean shaven face.

Challing Buckleby Male Halfling Expert 1 (Master craftsman shoes) LG. Challing is also Mattis' nephew and P'tar's brother. He has also been sent to learn a trade. Challing has long black hair tied back with a leather thong, rosy cheeks and is unsuccessfully trying to grow a beard.

Plot Hook



Mattis has grandiose plans and is hoping eventually to be shoe maker to the Queen of Northland but believes a more cosmopolitan clientele and reputation is essential to attract her favoured custom. He would really like to give 100% concentration to his business but his conscience has been troubling him lately; besides one of his nieces is soon to arrive and he wants to ensure her safety.

Mattis has information that may undercover a slaving ring working inside the city. When he was at the *Two Flag Tavern* recently he overheard a cheese merchant called *Nalaind Umswerd* chatting up a girl who works there. Mattis saw a

tattoo on one of Nalaind's forearms as he reached for a drink - the tattoo of the Three Rings (the symbol of a notorious gang of slavers). A few days later, the tavern girl vanished, with no trace.

Mattis was too frightened to report his concerns initially, but his guilt is beginning to weigh heavily and he wishes to pay a small fee (20gp) for someone to find evidence about Nalaind and his possible connections with the Three Rings. He is more than happy for the party to claim the reward from the authorities of 500gp for information leading to the arrest of anyone working for the Three Rings. He does not want obvious involvement as he thinks any association with these slavers would be bad for business and would destroy his carefully crafted reputation.



THREE RING SLAVERS

The Three Ring Slavers are also known as the Iron Ring in some countries. They are a very secretive criminal group that have been operating in Elkia for hundreds of years. Slavery was suspected but never proven until very recently when a small enclave of the Three Ring was arrested in Darringmoor by the local authorities.

There is a considerable reward of 500gp current for any information leading to the shutdown of the operation.

The Three Ring Slavers acquire 'stock' for the Daugron Church in Y'sira, who still practice ritual sacrifice in secret (though this was banned long ago by the Congress of Odressi).

Recently the Three Ring have been contracted by the Xullian Cult of the Haunted Isle to provide them with twenty slaves.



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Interesting Inn Series #3 – Topsy Tinker, (2016). Pathfinder Compatible. Friends of Eldoria. Inn source material set in Eldoria.

Player’s Concise Eldoria. (2016). Pathfinder Compatible. Friends of Eldoria. A short guide/handout about Eldoria that won’t give any secrets away.

Rat’s Nest, (2016) Pathfinder Compatible, Friends of Eldoria. Mini-module set in Eldoria.



Reliquarium Eldoria. (2016). Pathfinder Compatible Friends of Eldoria. A comprehensive guide to the religions of Eldoria.

Ten Market Stalls. (2016). Pathfinder Compatible, Friends of Eldoria. Market stall source material set in Eldoria.

Online Community Pages

There is a Facebook page '**Eldoria**' with information on this world here:
<https://www.facebook.com/pages/Eldoria/443402119036225>

There is a '**Friends of Eldoria**' Facebook group where players can chat and get some additional information here:
<https://www.facebook.com/groups/358804577530186/>

Previously Published Modules

Mindbane (generic role-playing adventure) Darkstar Gaming Pty Ltd 1983

Web of the Widow (Harnworld adventure) Columbia Games 2000

Shades of Gray (electronic d20 download) Auran Pty Ltd 2001

Dark Awakenings: Guardian (d20 adventure) Auran Pty Ltd 2001

Dark Awakenings: Shadowland (d20 adventure) Auran Pty Ltd 2002

Sanctuary (d20 adventure) Auran Pty Ltd 2002

Encyclopedia Eldoria (d20 campaign setting) Comstar games (2005)





10 Market Stalls

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Ten Market Stalls



“Can I interest you in this iron key? I know its of a ridiculous size and likely only able to open the door of a Giant’s castle, but look...there is a secret compartment here and within a parchment showing the map of a treasure laden dungeon.”

Maikai-Chan, Locksmith and owner of the *Iron Key* Market Stall

“Ten Market Stalls” is a fantastic resource for GMs who are suddenly faced with a group of heroes who decide to go and visit the local markets in search of gear for their next quest. In addition to providing you with a selection of detailed stalls, the goods available and the NPCs who sell them, each stall comes with its very own plot-hook, designed to intrigue your players and allow you to create a complete adventure for them based upon the hook.

Also look for the companion books, “Ten More Market Stalls” and “The Interesting Inn” Series.

While this book is written as a supplement for a GM who is running a campaign based in the fantasy role-playing world of Eldoria, there is nothing stopping you from transplanting any of the material contained in this book to your own alternate setting. The book contains side-bars briefly explaining Eldorian specific information, which is fully detailed in the major resource books “The Encyclopedia Eldoria” and the “Reliquarium Eldoria”.

“Ten Market Stalls” has been written using the Pathfinder RPG but it is light on rules and is easily adaptable to other systems.

